NES-RJ-USA ★

SNAKE RATTLE N ROLL™*

INSTRUCTION BOOKLET

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

Thank you for selecting the Snake Rattle N Roll™* Game Pak for your Nintendo Entertainment System®.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Then save this booklet for future reference.

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PRECAUTIONS

1) This is a high precision Game Pak. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and/or the Control Deck.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.
4) Store the Game Pak in its protective sleeve when not in use.
5) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the Control Deck.
6) Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

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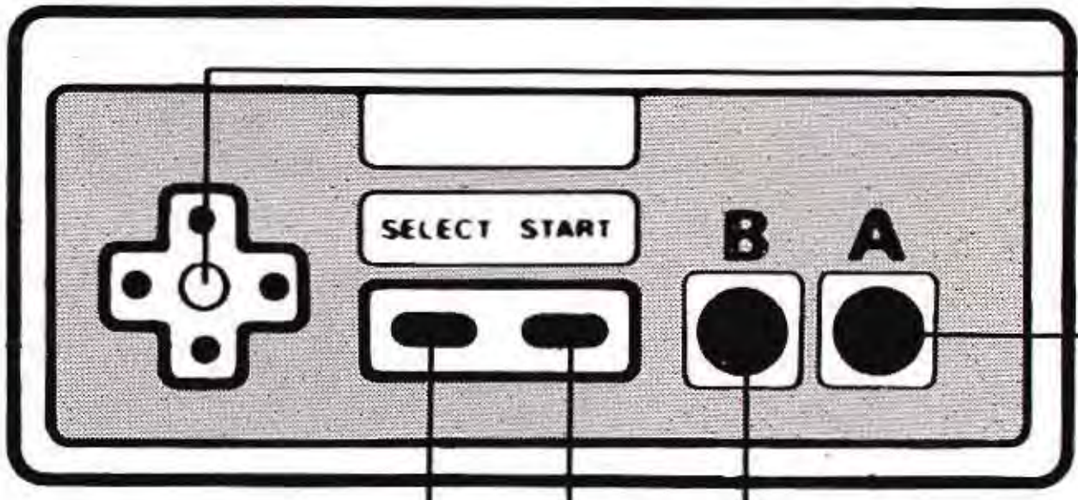
STORY

Snake Rattle N Roll takes you into the fun filled world of two of the hippest snakes around — Rattle and Roll! You must work your way through 11 levels of wacky landscapes and wild enemies. In each level you need to consume enough Nibbley Pibbleys to activate the scale that will open the door to the next area. **Good Luck!**

CONTROLLER OPERATION

For the 1 player game use controller 1.
For the 2 player game use controllers 1 and 2.

Controller 1 / Controller 2



Control Pad
- Moves your snake.

A Button
- Makes your snake jump.

B Button
- Flicks out your snake's tongue.
- Makes your snake swim against a water current.
- Open a lid that your snake is on and release its contents.

SELECT Button
- Selects between 1 player and 2 player game on title screen.
- Not used during game play.

START Button
- Starts the game.
- Pauses the game during game play.

HOW TO PLAY

The object of each stage is to eat as many Nibbley Pibbleys (the colorful spherical beings in this world) as you can and make it to the exit. Move your snake using the ✥ Control Pad and eat the Nibbley Pibbleys by hitting them with your tongue (the B Button). To progress to the next level, your snake must be a certain length. When you eat a Nibbley Pibbley, your length increases as follows:

Color of Nibbley Pibbley consumed	Value
Other Color	1 unit
Your Color	2 units
Yellow	3 units

NOTE: FOUR units are required to gain ONE snake segment.

You will find Nibbley Pibbley dispensers here and there. They shoot out Nibbley Pibbleys for your consumption. Look out! Sometimes they shoot out dangerous bombs!

If your snake is hit by an enemy (any moving objects besides the Nibbley Pibbleys), your snake will lose one segment. If your snake runs out of segments, you lose one snake.

Most of the enemies that you encounter can be defeated by multiple tongue hits or by jumping on them (use the A Button for this). If you eliminate an enemy by jumping on them, you will get more points than by using your tongue.

Your snake's tongue can be made longer by picking up tongue extensions (up to three). This does not affect the strength of the tongue or its power—it only increases the distance that you can shoot your tongue.

EXITING EACH LEVEL

Keep eating the Nibbley Pibbleys until your snake's tail begins to flash. This lets you know that your snake is heavy enough to go to the next level. Somewhere in each level there is an exit that must be opened up before you can go through it. Somewhere else in the level is a scale. If your snake is long enough, jump on the scale. The bell will ring and the door opens—you may exit at any time.

5000 points are awarded to the first snake through the door. When you exit the level, you lose all of your segments and your tongue extensions. A bonus is awarded—1000 points for each segment and extension.

Bonuses will also be awarded for the amount of Nibbley Pibbleys eaten throughout the level.

LOSING SNAKES

You start the game with 3 snakes. The number of snakes remaining is displayed at the bottom of the screen. You can increase this number by finding extra lives—flashing snake heads with their mouths closed!

You lose a snake when:

- You are hit by an enemy and have no snake segments left.
- Your snake falls too far (more than 4 vertical blocks).
- The timer at the bottom of the screen reaches zero.
- Your snake lands on a sharp object.
- A falling object squashes your snake.

If you lose all of your snakes, your game is over. If you have any continues left (you start the game with 2 continues), you may press any button to "PLAY ON". In the game it is possible to gain more continues—Look for the open mouthed flashing snake heads.

HOW TO PLAY A 2 PLAYER GAME

On the title screen, press the SELECT Button to choose the 2 PLAYER option. Then press the START Button. Game play is basically the same as in the 1 PLAYER mode, except both players are simultaneously on the screen. Remember, the first one to exit the level gets 5000 bonus points!

The Nibbley Pibbley Family

Here are the members of the Nibbley Pibbley family and the levels in which they begin to appear.

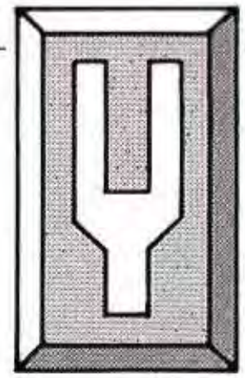
Level 1 — Pibballs
Level 2 — Pibbleboings
Level 3 — Pibblejoggers
Level 4 — Pibblesplats
Level 5 — Pibblebats
Level 8 — Pibblefish
Level 9 — Pibblecopters

OBJECTS

Many objects are yours for the taking. Here is a list of things you can pick up.

Diamond

Makes your snake invincible for a short period of time.



Tongue Extension

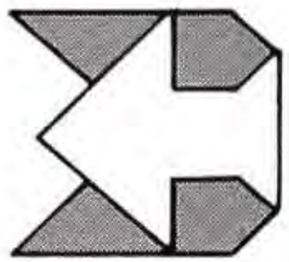
Adds length to your tongue. This makes those pesky Nibbley Pibbleys easier to catch!

Speed Up

Gives you the ability to move very fast for a while.

Extra Life

Adds 1 to your "snake reserve."



Reverse

Temporarily reverses your play control.

Clock

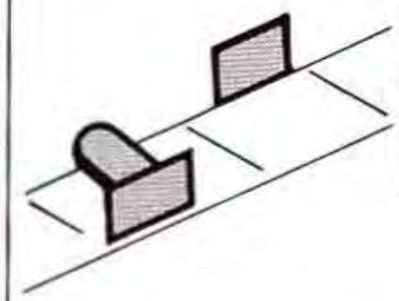
Adds 25 snake seconds to the timer at the bottom of the screen.

Fish Tail

In Level 6 you must get the fish tail in order to swim up the waterfall. Be careful not to let it fall on you — it's HEAVY!

ENEMIES

Here is a list of some of the enemies that you will encounter while slithering through this strange world.

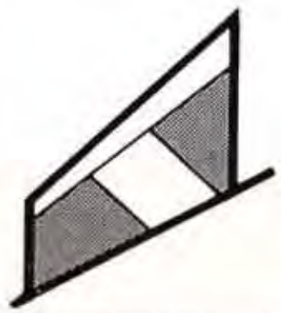


Snakedozer

Blue Snakedozers will shove you off the edge of the cliffs if you don't jump over them.

Shark

On levels 1 and 2, take care not to stay in the water too long or the shark will come after you.



Bladez

Bladez are hidden in the floor and have a nasty habit of appearing right under you! Remember where the Bladez are because they will always appear in the same place.

Big Foot

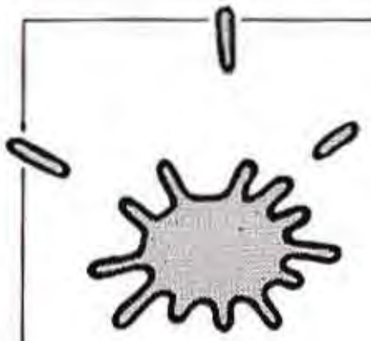
Big Foot conceals an extra life. Be careful though, sometimes a bomb disguised as an extra life will appear and explode upon contact with the ground. Don't be confused, the real extra lives flash.

Anvilz

Anvilz try to squash your snake. There are three colors of anvils. Each color acts differently.

Ice Foot

Similar to Big Foot, but tougher. To defeat it, you must maintain a steady stream of hits. its energy level instantly recharges if you miss one hit!



Pin Cushions

A poisonous plant that shoots deadly spines. It is wise to destroy them quickly!

POINT VALUES

Record	Jump on	= 750 points
	Tongue shot	= 500 points
Mushroom	Jump on	= 750 points
	Tongue shot	= 500 points
Krazy Seats	Jump on	= 750 points
	Tongue shot	= 500 points
Ice Block	Jump on	= 750 points
	Tongue shot	= 500 points
Pin Cushion	= 500 points	
Big Foot	= 5000 + 200 points for each tongue hit	
Ice Foot	= 5000 + 200 points for each tongue hit	
Metal Trees	= 500 points	
Beach Ball/Snow Ball/Meteorite	= indestructible	

Collecting any object = 1000 points
- tongue extension
- extra life
- clock
- diamond
- speed up
- reverse
- fishtail

Nibbley Pibbleys

Other snake's color	= 100 points
Your snake's color	= 200 points
Yellow	= 300 points

In Bonus levels the player that eats the last Nibbley Pibbley gets 5000 points.

Hints and Tips

- For more points, try to defeat enemies by jumping on them instead of using your tongue whenever possible.
- Open every lid using the B Button. You can find many things from extra time to bonus rooms.
- Try finding hidden lids. There could be a hidden warp or two!
- Sometimes you may have to sacrifice a segment of your snake to get up to a high ledge. See if you can find these areas!
- As with all video games, practice makes perfect. There are a few tricky jumps in Snake Rattle N Roll that will probably take a while to master. For example, some jumps may require you to jump down two spaces and to the left one space (in one jump!)
- GOOD LUCK!

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna
— Relocate the NES with respect to the receiver
— Move the NES away from the receiver
— Plug the NES into a different outlet so that control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio—TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase if a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: 1-800-255-3700. Our Consumer Service Department is in operation from 4:00 A.M. to 10:00 P.M. Pacific Time, Monday through Saturday. Please Do Not send your Pak to Nintendo before calling the Consumer Service Department.

3. If the Nintendo Service Representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

   Nintendo of America Inc.
   NES Consumer Service Department
   4820 — 150th Avenue N.E.
   Redmond, WA 98052

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted above. If the Nintendo Service Represerntative is unable to solve the problem by phone, he may advice you of the approximate cost for Nintendo to repair or replace the PAK and may provide you with a Return Authorization number.

You may then record this number on the outside packaging of the defective PAK and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo, and enclose a money order payable to Nintendo of America Inc. for the cost quoted you.(Repairs may also be charged on a VISA or MASTERCARD credit card.)

If after personal inspection, the Nintendo Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

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